Agent 2003
Challenges in Social Simulation

Gleacher Center
The University of Chicago
NAACSOS Methods, Toolkits, and Techniques Section Workshop, October 2, 2003
Conference Papers, October 3–4, 2003

Social agent simulation is gaining widespread acceptance throughout the social sciences and the social informatics community. Social agent simulations have great potential for becoming electronic laboratories that will allow rapid discovery in social science.

Agent 2003 will provide a forum for realizing the potential of agent methodologies by promoting the interplay among social theory, modeling, experiment, and computation. Visit the conference website at **agent2003.anl.gov** for information on registration and lodging, as well as updates to the agenda.

Papers will be presented in the following categories:

- Simulation Methods
- Toolkits and Techniques
- Approaches to Validation
- Computational Organization Theory
- Finance and Markets
- Agent Architectures
- Social and Cultural Dynamics
- Network Complexities
- Political Processes
- Ecological Interactions

Dates and Events:

- **September 29-October 1**   **Repast Training Course (limited to 20 persons)**
- **October 2 (9:00-11:30 a.m.)**   **Toolkit Developers' Meeting (invitation only)**
- **October 2 (1:00-7:15 p.m.)**   **NAACSOS Methods, Toolkits, and Techniques Section Workshop**
- **October 3-4**   **Conference Papers**

For more information, contact:

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A nominal fee of $50 will be charged (includes refreshments).
Registration is required.

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The University of Chicago, Social Science Computing Services

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